This is your
Instruction Guide.
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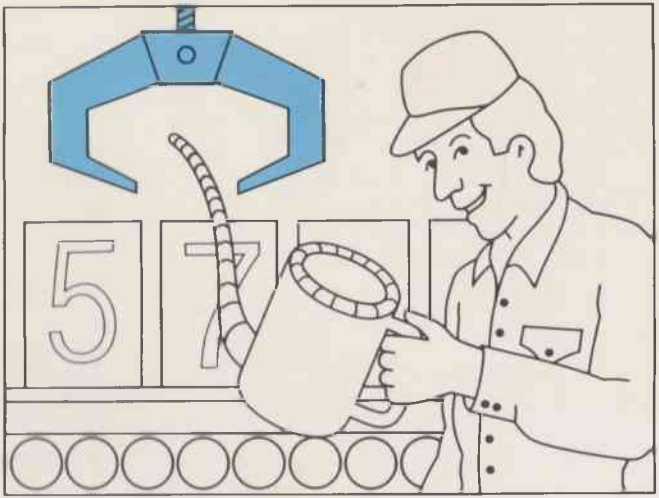
ERIC Software Publishing



C-64

The Grabit Factory

by The Boxes

A Message to Parents

Two of the world's greatest modern educators, John Dewey and Jean Piaget, believed that children have a natural curiosity that leads to exploration. Given the freedom to explore and to make mistakes, a child learns.

In today's fast-paced world of technological change, it is important that a child's learning processes begin at an early age. The acceptance of computers for personal use offers significant advantages in developing the skills needed for educational growth.

ERIC Software Publishing was founded to introduce children to the personal computer and to help them develop their learning skills in a way that is challenging and fun. The Grabit Factory accepts the child's experimentation as valuable and rewards success. The computer becomes "nanny," playmate and tutor—all under the control of the child.

The Grabit Factory is designed for youngsters who are just learning to recognize numerals (game #1) and for those starting to learn addition (game #2) and subtraction (game #3). This program grows with your child. Preschoolers will find the matching game excellent for their needs. They may not realize what they are doing in the more advanced games, but the experience of playing them will begin to instill in preschoolers the concepts behind addition and subtraction.

The Grabit Factory is for kids, but it's up to you to get your child started. The program uses a minimum of commands, so your help should only be needed for a short time. We hope you and your child enjoy The Grabit Factory as well as the other fine software available from ERIC Software Publishing.

The Grabit Factory from ERIC Software Publishing

How to Get Ready

Start your youngster off on the right foot by establishing some ground rules. Set time periods or conditions when the computer will be available. Avoid accidents by restricting liquids and toys from the area. To make it clear that it is your child's turn at the computer, it's a good idea to remove other diskettes and material.

How to Begin

Insert the diskette in the disk drive, close the door, and turn on the computer and monitor. Give them a few seconds to warm up, then, "boot" the program as you normally would. You and your child will soon see three number blocks on the conveyor belt in The Grabit number factory. These blocks serve as the "menu" from which your child selects games. The "O" block represents the numeral matching game; the "+" and "−" blocks stand for simple subtraction and addition games.

How to Select a Game

Show your child how to use the joy stick or the keyboard to move the crane over one of the three number blocks. With the crane in position, push the lever down on the joy stick to make the crane grab the block. After the mechanic appears to oil the crane, you'll be ready to play.

How to Play the Game

At first, take turns with your child playing the game. Pick a few incorrect answers so your child can see that nothing negative happens—incorrect answers just aren't as much fun. If your youngster seems to select items without trying to be correct, be patient. As your child becomes more familiar with the game, the differences between what happens with a correct answer and an incorrect answer will become more apparent. The number of correct answers will gradually increase as time goes on.

How to Leave the Game or Select Another

To leave a game or select a different game, press the appropriate command key, and the menu will reappear. Place the enclosed "ERIC" decal on this key to help your child identify it in the future. Once this key has been pressed, the program will change in a few seconds. NOTE: The Grabit Factory is designed so that pressing any of the other keys will not harm the program or the computer.

How to Turn Off the Audio

Refer to the enclosed command card for instructions on how to silence the audio portion of the game. Remember, sound helps reinforce learning and your child may lose interest in the game if the sound is off for too long.

Warranty

The Grabit Factory carries an unlimited lifetime warranty. Even a diskette clogged with peanut butter and jelly will be cheerfully replaced. Should a replacement diskette be necessary (for any reason other than loss) mail your defective diskette postage-paid to ERIC Software Publishing along with a check or money order for $3.00 to cover handling and return postage. Your replacement diskette will be mailed to you within three weeks. NOTE: In order for ERIC Software Publishing to honor a warranty claim, your completed warranty registration card must already be on file.

Age Group

This program is designed for use by children ages five to eight.

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Consultant: Rebecca Haeberle, Educator

ERIC Software Publishing
1713 Tulare
Fresno, CA 93721